J. **DISCIPLINE ACTIVITY**

1. Press Key 1 until icon is selected and confirm with Key 2.
2. The Puppy will show up the unhappy face animation and the discipline animation.
3. The Puppy is to be disciplined when it is naughty such as.
   a. Refusing to eat when hungry. b. Refusing to play.
   c. Making a request (beep sound), when not required.

K. **CLEANING ACTIVITY**

1. The player needs to clean the droppings of the Puppy when required or the Puppy will get sick.
2. Press Key 1 until cleaning icon is selected and confirm with Key 2.
3. The cleaning animation will be shown.

L. **DRESSING ACTIVITY**

1. The player needs to take care of the Puppy's clothing according to the weather index. The weather index will change only when the Puppy wakes up.
2. Press Key 1 until dressing icon is selected and confirm with Key 2.
3. Press Key 1 to select put on or take off clothes from the Puppy.
4. The player should select according to the weather index. If sunny then should take off. If snowing then should put on. If clothes are on then the dressing icon will be flashing.
5. If the dressing is not matched to the weather the Puppy will become sick.

M. **LIGHT ON / Off ACTIVITY (SLEEPING)**

1. The player needs to switch off the light for the Puppy whenever it sleeps so that the Puppy can have a good sleep.
2. Press Key 1 until light icon is selected and confirm with Key 2.
3. Press Key 1 to select either turn the light on or off and confirm with Key 2.
4. The light condition should match the Puppy's sleeping state. If the Puppy is sleeping, the light should be off. If the puppy is not sleeping, the light should be on. Otherwise the Puppy will become unhappy and sick.
5. When the Puppy is sleeping, the player cannot feed or play with the Puppy; however, cleaning, injection, light on/off, dressing and comfort activities can still be done.

N. **INJECTION ACTIVITY**

1. Sometimes the Puppy may get sick because of bad health or dirtiness. The player needs to give injection to recover the Puppy's health. Sickness is indicated by a sick symbol at the right top corner.
2. Press Key 1 until medical icon is selected and confirm with Key 2.
3. If the Puppy is not sick, it will refuse injection.
4. The unhappy face and the injection animation will be shown.
5. Injection activity can increase the health index in a fast rate. However, the Puppy will become unhappy after each injection. Sometimes the Puppy may need more than one injection to recover.

O. **COMFORT ACTIVITY**

1. Press Key 1 until comfort icon is selected, and confirm with Key 2.
2. They happy face animation will be shown.
3. Comfort activity can increase the health index, happiness and discipline and is especially good for a weak or sick Puppy.
4. However, comforting the Puppy too many times within a short period will decrease the discipline.

P. **DEATH**

1. If the Puppy is sick and not being cared for it will die.
2. The Puppy's health will get worse after it reaches 50 years old and needs more care.
3. The Puppy's maximum age is 99 years old.

Q. **GROWING UP AND STAT CHANGE**

a) Baby stage – 0 to 2 days. b) Child stage – 2 to 4days (2 varieties)
c) Adult stage – 4 to ?? days (6 varieties)

1. During adult stage, the dog will change according to its health and happiness, weight and discipline.
2. The Puppy comes with it's own character, normal or lazy. The character is determined after battery is charged. If the Puppy is born lazy, the movement is slow. However a lot of concern and caring the Puppy may change to normal being a character.

R. **BATTERY INSTALLATION**

1. Unscrew the back cover and the metal plate. Replace the battery with 1 pc of CR2032.

S. **SOUND**

Press Key 3 and hold for three seconds to turn sound on or off.

T. Malfunction (If this product malfunctions, insert new battery or press reset key.

NOTE: Please accept minor variance between the illustrations and the actual product.